AN AMERICAN TAIL™

blast!

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-54626

1 Player • Memory Card (8MB) (for PlayStation®2) : 42KB minimum • Analog Control Compatible: Analog sticks only

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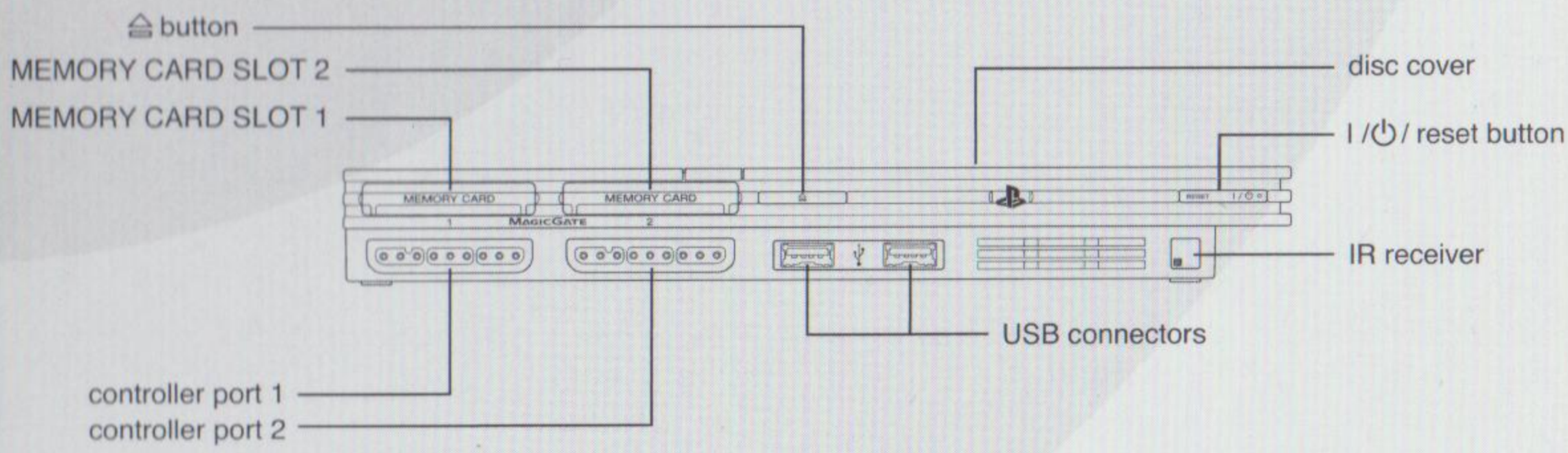
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instruction manual. It is advised that you do not insert or remove memory card (8MB) (for PlayStation®2) or other accessories once the power has been switched on.
2. Please ensure you always have an analog controller (DUALSHOCK®2) inserted into Controller Port 1. Note that you will require 42KB of free space on your memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 in order to save game information.
3. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
4. Press the ⏻/RESET button. When the ⏻ is green, press the ⏏ button to open the disc tray.
5. Insert the An American Tail disc with the label side facing upwards and press the ⏏ Button to close the disc tray.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

This title uses an autosave feature. At certain points during play the title will automatically save your progress.

THE STORY SO FAR...

An American Tail is an exciting platform action game based on the classic animated hit movie – and now you can take part in Fievel's great adventure!

Fievel Mousekewitz and his family have decided to leave their Russian home for a new life in America. After stowing away on board a ship bound for New York, a storm hits the vessel and Fievel is separated from his family.

Lost, alone and very scared, it's going to take a lot of courage and skill to find Fievel's family while trying to survive in the Big Apple. And let's not forget the city's big cats who love nothing better than preying on mice…

MAIN MENU

It's time to have fun with Fievel! Highlight an option with the **up/down directional buttons** and then select it by pressing the ⊗ **Button**.

Select your preferred language from the language selection screen displayed on boot up.

Play Game

Ready to go! Take Fievel into action by selecting this option, and choose to replay any level you've previously completed.

Options

From this sub-menu you can alter various aspects of the game. Press the **up/down directional buttons** to highlight either the Sound or Controller option and then press the ⊗ **Button** to select it.

Sound

Music Volume – Press the **left/right directional buttons** to adjust the volume of the music.

Sound FX – Press the **left/right directional buttons** to adjust the volume levels of the effects and speech.

Controller:

Check the controller setup to refresh your memory on what each button does in the game.

Save & Load

Load – Continue a previously saved game by pressing the ⊗ **Button**.

Save – Save your current game by pressing the ⊗ **Button**.

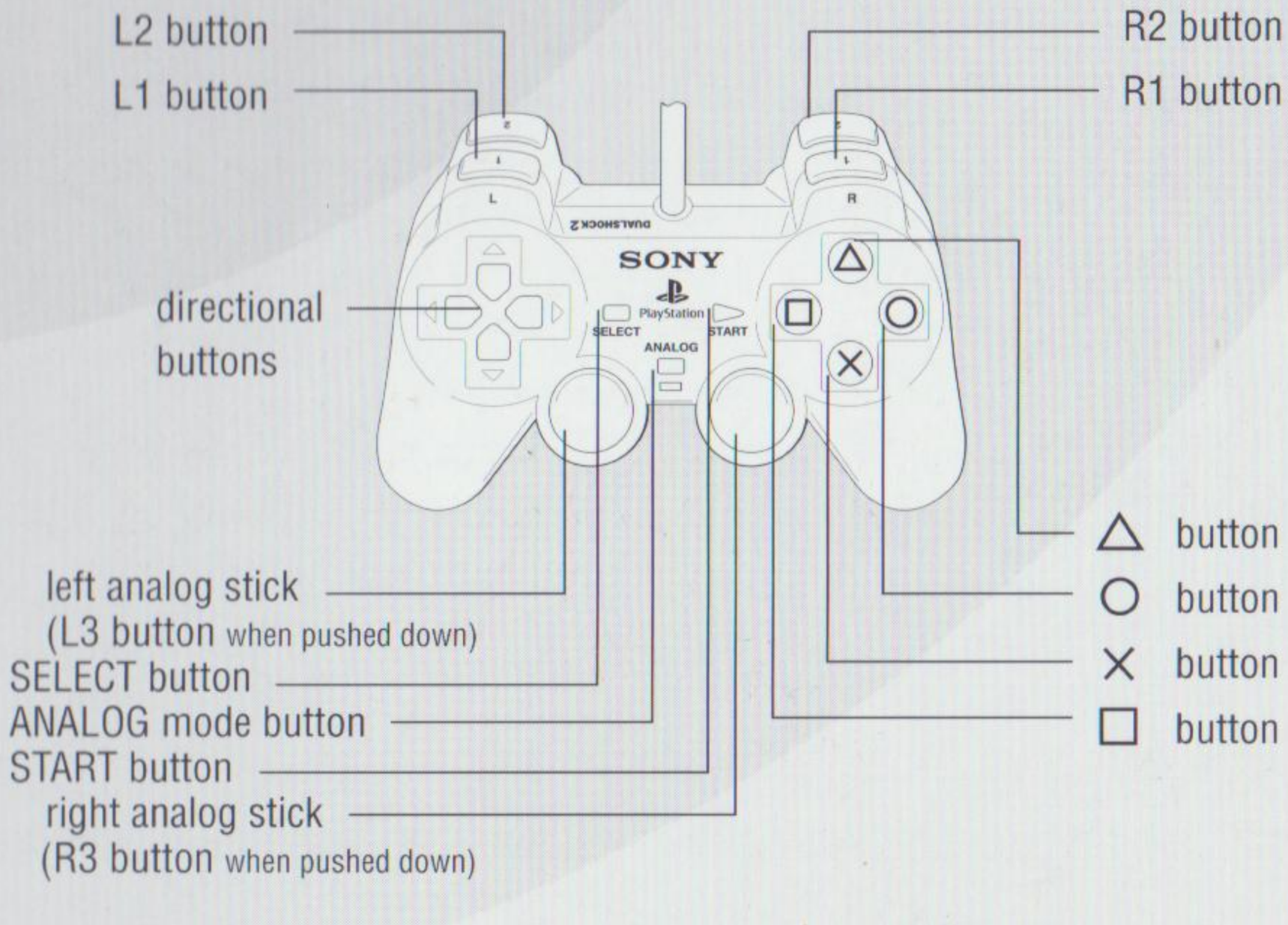
Credits

Press the ⊗ **Button** to discover who made this thrilling video game.

If at any point you want to cancel any changes made and return to the Main Menu, press the △ **Button**. If you are happy with any changes you made, press the ⊗ **Button**.

CONTROLS

Analog Controller (DUALSHOCK®2)



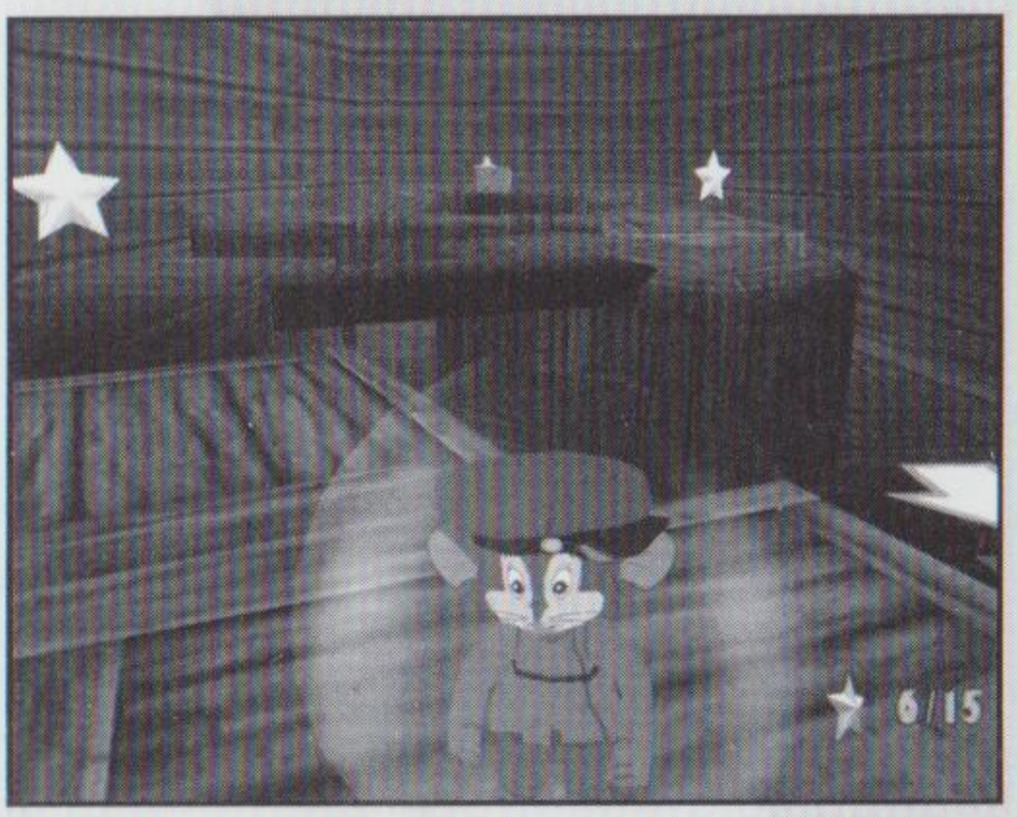
Help Fievel find his family and drive the mice's feline foes out of New York City!

Directional Buttons	Highlight menu items Move character
Left Analog Stick	Highlight menu items Move character
Right Analog Stick	Move camera
⊗ **Button**	Jump Increase parachute speed
○ **Button**	Decrease parachute speed
△ **Button**	Go 'Back' through menus
L2 Button	Centre camera view
R2 Button	Change camera view
START Button	Pause the game

TALES FROM THE CITY

Fievel needs your help in New York City, so there's not a moment to lose! An American Tail is divided into six mini-games, each of which tests your platform skills, reflexes and timing. Before each mini-game begins, you can sit back, relax and watch a classic clip from the movie to fill you in on the story. To complete each mini-game, you must reach the cheese located at the end of the level. For an extra challenge, why not try to find and collect bonus objects such as stars or pieces of cheese scattered around each level?

All Aboard!



The Mousekewitz family are on board the ship, but Fievel has been trapped in a soap bubble and needs to get back to the centre of the vessel.

Use the left analog stick or the **directional buttons** to roll Fievel in his bubble around the ship and follow the yellow arrows, but be careful not to fall off the ship into the ocean below. You might find it easier to move the camera using **R2 Button** and centering the camera behind Fievel by pressing **L2 Button**. The player can also use the right analog stick to control the camera.

Taking Liberty

A storm hits the boat and Fievel is separated from his family. He washes up on Liberty Island inside a bottle and is greeted by a pigeon called Henri, who agrees to carry him through the harbour to the docks.

Use the left analog stick or the **left/right directional buttons** to steer Henri through the busy harbour, avoiding birds, rocks, boats and the water below. Follow the blue arrows to collect the yellow bird seed, which is used to replenish Henri's energy meter at the top of the screen.

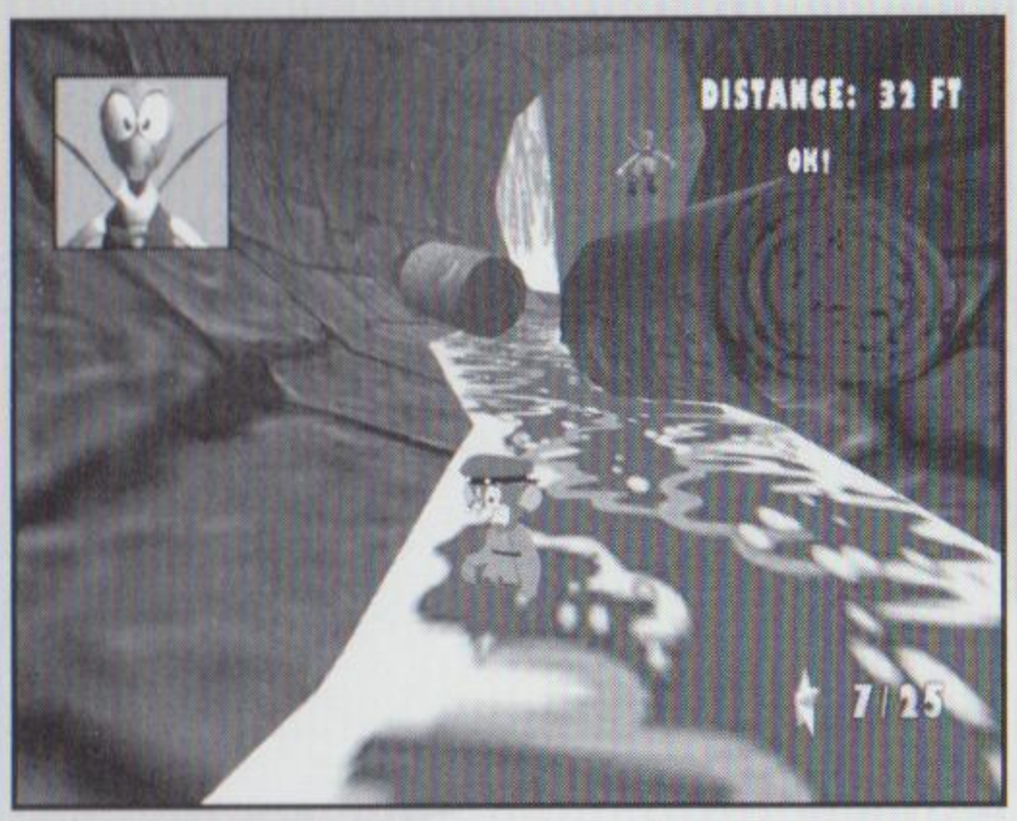
New York Minute

Fievel discovers that cats are tormenting the mice of New York, so he decides to make his way to Gussie Mausheimer's rally to suggest a plan to rid the city of the feline foes.

Use the left analog stick or the directional buttons to make your way from left to right through the streets of Manhattan. If you get trampled by feet, hooves or passing carts, you lose a life; Fievel starts out with five lives, but by collecting red hearts you can earn a maximum of ten lives.

There are also 16 pieces of cheese to collect, which you can find by following the arrow made out of cheese at the top of the screen.

Sewer Rat Part I



Fievel hears a violin playing in the sewer, and believing it to be his father, decides to explore down there. While there he spots Digit, the cockroach assistant to the cats' leader Warren. T. Rat, and follows him hoping he might lead him to his father.

Use the left analog stick or the **directional buttons** to follow Digit through the sewers to his hideout. Press the ⊗ **Button** to jump over obstacles such as pipes, bricks and rubbish. Move over any spinning blue arrows you come across to save your progress, allowing you to restart from this point if you fail the mission. You can also perform a 'double jump' on this level.

The distance between Fievel and Digit is shown in the top right corner of the screen. If you get closer than 10 feet, he'll spot you, but if you fall behind further than 100 feet you'll lose him.

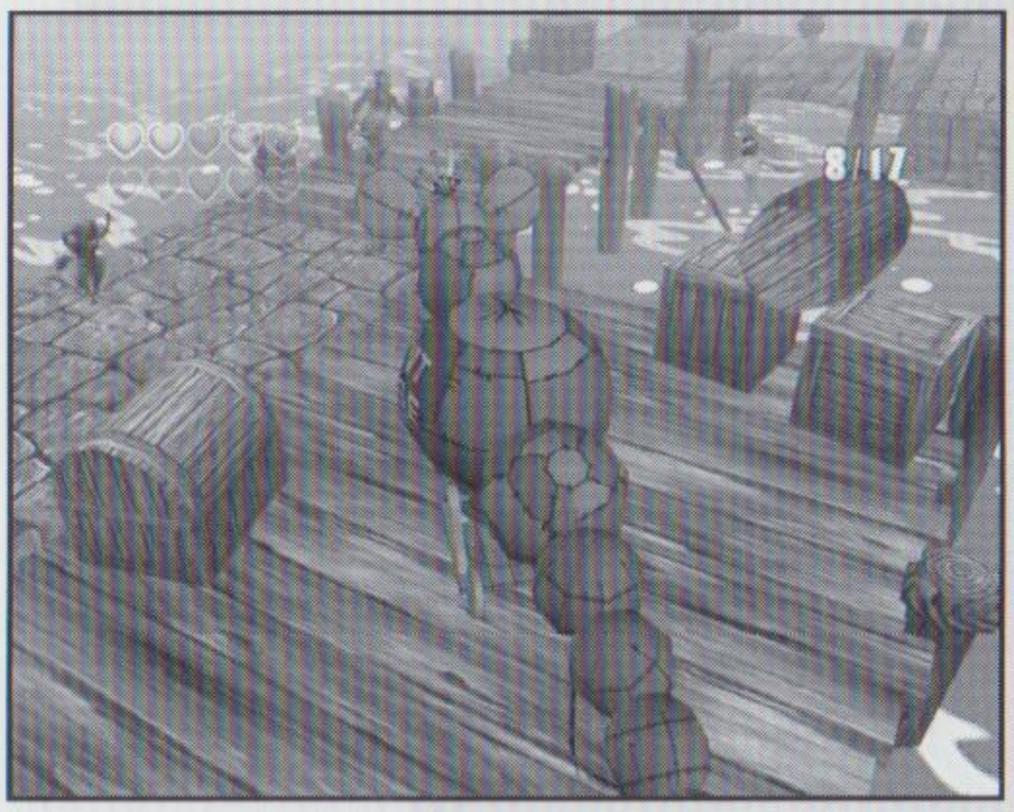
Sewer Rat Part II

Fievel discovers Warren. T. Rat is actually a cat, not a rat. After being spotted, he must escape the sewer and a posse of angry cats back to the docks aboard a roller skate.

Use the left analog stick or the **left/right directional buttons** to steer the roller skate through the twisty sewer, avoiding any obstacles that will slow you down if you hit them.

A meter at the top of the screen shows how close the cats are to Fievel, and you must reach the end of the level before they catch up with him.

The Secret Weapon



Fievel finds the other mice are ready with the 'The Giant Mouse of Minsk', a huge firework-spitting mouse. As the cats arrive, Fievel takes control of the secret weapon and tries to scare the cats away on board a ship bound for Hong Kong.

Use the left analog stick or the **left/right directional buttons** to steer the mouse along the pier. If you hit any obstacles you lose one of your three lives. Don't fall into the water below, and watch out for parts of the old pier that aren't strong enough to hold the weight of the secret weapon.

As an extra challenge, try to scare all 17 cats by moving the secret weapon near them until they run away and jump into the water!

BONUS TIME!

After finishing each of the first four main mini-games you unlock special bonus levels that offer extra challenges for Fievel to complete!

Bonus Level 1

Fievel and his hungry family are desperate for food. Roll Fievel in his soap bubble through the ship to find three pieces of cheese. Be careful not to fall into the water below!

Use the left analog stick or the directional buttons to roll Fievel around the ship and follow the yellow arrows. Move over any spinning blue arrows you come across to save your progress, allowing you to restart from this point if you fail the mission.
In some areas you'll need to roll across spinning or floating barrels and even create platforms by pushing blocks of wood together.

Bonus Level 2

Guide Fievel safely to the street below, avoiding any washing.

Use the left analog stick or the **left/right directional buttons** to steer Fievel's parachute through gaps in the washing. Press the ⊗ **Button** to increase the parachute's speed and press the ◎ **Button** to decrease the parachute's speed. If you hit any washing you lose a life; Fievel starts out with five lives, but by collecting red hearts you can earn a maximum of ten lives. A meter in the top right corner of the screen shows how close Fievel is to the ground.

If you want an additional challenge why not try collecting the stars!

Bonus Level 3

Guide Fievel safely to the street below, avoiding any washing.

This follows the same format as the previous Bonus Level, except this time the action takes place at night time.

Bonus Level 4

Guide Fievel safely to the bottom of the sewer pipe, avoiding the moving pipes and jets of steam.

This follows the same format as the previous two Bonus Levels, except this time the action takes place inside a sewer pipe.

PAUSE MENU

Finding your way around the Big Apple can be tiring! Highlight an option with the **up/down directional buttons** and then select it by pressing the ⊗ **Button**. Press the △ **Button** to continue playing.

Continue

Return to the game and continue playing.

Restart level

Play the current level from the beginning. Be warned: any progress made and points scored will be lost!

Music Volume

Select this option to adjust the volume level of the music.
Use **left/right directional buttons** to change the volume level.

SFX Volume

Select this option to adjust the volume level of the speech and effects.
Use **left/right directional buttons** to change the volume level.

Return to Main Menu

Select this to quit the game in progress and return to the Main Menu.

CREDITS

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